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[Narrative Intelligence - Mateas, Sengers \(1998\) \(Correct\) \(2 citations\)](#)

...holding in a stereotyped situation. The story-understanding system PAM (Wilensky 1981) and the **story-generation** system TAIL-SPIN (Meehan 1977) both incorporated a notion of the goals held by characters in a... /... analyzing the properties of stories as narrative. These properties can then be used as a basis for **story-generation** or understanding systems. For example, Vladimir Propp's analysis of the structure of folk tales...

[Searching for Storiness: Story-Generation from a Reader's... - Bailey \(1999\) \(Correct\) \(1 citation\)](#)

...for Storiness: **Story-Generation** from a Reader's Perspective Paul Bailey Artificial Intelligence Division of Informatics The... /...EH1 1HN United Kingdom fpaulba@dai.ed.ac.ukg Abstract Previous work in the field of automatic **story-generation** has largely neglected reader-response as an important aspect of the success of a story. This...

[Interactive drama on computer : beyond linear narrative - Szilas \(1999\) \(Correct\) \(1 citation\)](#)

...are motivated by narrative constraints rather than emotional, psychological, or social reasoning. **Story generation** Claude Bremond (Bremond 1974) extended the Propp's study on functions, by proposing a richer and ...

[Narrative Prose Generation - Charles Callaway Department \(Correct\)](#)

...Science North Carolina State University Raleigh, NC 27695-8206 USA lester@csc.ncsu.edu Abstract **Story generation** is experiencing a revival, despite disappointing preliminary results from the preceding three... /... evaluation of the stories it produces. 1 Introduction Despite extensive research in the fields of **story generation** and natural language generation, collaborative research between the two has been virtually...

[Dragon's Tracking and Detection Systems for the TDT2000... - Yamron Knecht Van \(Correct\)](#)

...our approach is to design, for a collection of stories defining a topic, a statistical model of **story generation** within that topic. Such a model can be used to evaluate the probability that a test story is on...

[Statistical Models for Tracking and Detection - Yamron Gillick Knecht \(Correct\)](#)

...modeling topical content, and our approach is to design, for a given topic, a statistical model of **story generation** within that topic. Such a model can be used to evaluate the probability that a test story is on...

[Story Generation and Aviation Incident Representation... - Peter Clark Knowledge \(Correct\)](#)

...**Story Generation** and Aviation Incident Representation: Working Note 14 Peter Clark Knowledge Systems Applied... /...Company peter.e.clark@boeing.com Jan 26th 1999 Abstract This working note discusses the topic of **story generation**, with a view to identifying the knowledge required to understand aviation incident narratives...

[Morphologic approach to interac-42 storytelling - Die Er Grasbon \(Correct\)](#)

...approaches by using verbs as the basic components of action. Crawford does not believe in **story generation** through algorithms and therefore plans for the author to create a useful set of verbs that the... /... system of classification inspired research on story grammars, one of the fundamental approaches to **story generation**. Since our goal is not **story generation**, but rather guiding interactive drama, we use Propp's...

[Towards A Computational Model of Poetry Generation - Manurung, Ritchie, Thompson \(2000\) \(Correct\)](#)

...and creativity. Although some research work has been devoted towards creative language such as **story generation**, poetry writing has not been afforded the same attention. It is the aim of this research to fill... /...to convey more or less than the given semantics (cf. approximate generation in Nicolov (1998)). **Story generation** issues such as narrative structure and interestingness are beyond the scope of this research. ...

[Realtime Constraint-Based Cinematography for Complex... - Bares.. \(1998\) \(Correct\)](#)

...of applications offers more potential than interactive ction systems. While natural language **story generation** has been a goal of AI for more than two decades Meehan 1976#and text-based interactive ction...

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Head, R. V.

IEEE Annals of the History of Computing , Volume: 23 Issue: 3 , July-Sept. 2001

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Bowers, B.

Proceedings of the IEEE , Volume: 89 Issue: 6 , June 2001

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3 Experimental investigation of mini-microwave plasma sources

Asmussen, J.; Story, D.; Grotjohn, T.

Pulsed Power Plasma Science, 2001 , 2001

Page(s): 177

[\[Abstract\]](#) [\[PDF Full-Text \(63 KB\)\]](#) **CNF**

4 Character-driven story generation in interactive storytelling

Charles, F.; Mead, S.J.; Cavazza, M.

Virtual Systems and Multimedia, 2001. Proceedings. Seventh International Conference on , 2001

Page(s): 609 -615

[\[Abstract\]](#) [\[PDF Full-Text \(7039 KB\)\]](#) **CNF**

5 Tech(xt)s [links between text and technology]

Malmud, D.

IEEE Multimedia , Volume: 7 Issue: 4 , Oct.-Dec. 2000

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6 The good, the bad, and the ugly of head-up displays

Ercoline, W.

IEEE Engineering in Medicine and Biology Magazine , Volume: 19 Issue: 2 , March-April 2000

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7 The Earth Observatory: NASA's new Web environment for learning about Earth

Graham, S.; Herring, D.; Ward, K.; Simmon, R.; Stockman, S.; Heney, M.; Cole, S.; Weier, J.

Geoscience and Remote Sensing Symposium, 2000. Proceedings. IGARSS 2000. IEEE 2000 International , Volume: 5 , 2000

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8 Performance of an observer state-space identification in the presence of mild nonlinearities

Bernal, D.; Gunes, B.

American Control Conference, 2000. Proceedings of the 2000 , Volume: 2 , 2000

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9 A VHDL success story: electric drive system using neural controller

Cirstea, M.; Dinu, A.; McCormick, M.; Nicula, D.

VHDL International Users Forum Fall Workshop, 2000. Proceedings , 2000

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10 Software needs engineering - a position paper

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11 Prospects of atmospheric electricity in Malaysia*Nasrullah, K.; Mariun, N.; Yeak, J.*

TENCON 2000. Proceedings , Volume: 2 , 2000

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Multimedia and Expo, 2000. ICME 2000. 2000 IEEE International Conference on , Volume: 3 , 2000

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Fuzzy Systems, 2000. FUZZ IEEE 2000. The Ninth IEEE International Conference on , Volume: 2 , 2000

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IEEE Intelligent Systems [see also IEEE Expert] , Volume: 14 Issue: 5 , Sept.-Oct. 1999

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Karl E. Steiner , Thomas G. Moher
Conference proceedings on Human factors in computing systems June 1992
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Russell Swan , James Allan
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